

	Type	L #	Hits	Search Text	DBs
1	BRS	L2	58450	(profile\$1 OR activit\$3) NEAR3 (user\$1 OR client\$1 OR customer\$1)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
2	BRS	L3	13076	(search\$3 retriev\$3 quer\$3 inquir\$3) same ((profile\$1 OR activit\$3) NEAR3 (user\$1 OR client\$1 OR customer\$1))	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
3	BRS	L9	189	707/3,10,102.ccls. and (monitor\$3) same ((search\$3 retriev\$3 quer\$3 inquir\$3) same ((profile\$1 OR activit\$3) NEAR3 (user\$1 OR client\$1 OR customer\$1)))	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B

	Type	L #	Hits	Search Text	DBs
4	BRS	L10	51	707/2,5,8,201.ccls. and (monitor\$3) same ((search\$3 retriev\$3 quer\$3 inquir\$3) same ((profile\$1 OR activit\$3) NEAR3 (user\$1 OR client\$1 OR customer\$1)))	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
5	BRS	L11	32	707/104.1.ccls. and (monitor\$3) same ((search\$3 retriev\$3 quer\$3 inquir\$3) same ((profile\$1 OR activit\$3) NEAR3 (user\$1 OR client\$1 OR customer\$1)))	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
6	BRS	L13	28	705/1,8.ccls. and (monitor\$3) same ((search\$3 retriev\$3 quer\$3 inquir\$3) same ((profile\$1 OR activit\$3) NEAR3 (user\$1 OR client\$1 OR customer\$1))) and (advertis\$3 evaluat\$3)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B

	Type	L #	Hits	Search Text	DBs
7	BRS	L15	1	(multimedia processing) and ((search space\$1) and (user profile\$1))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB
8	BRS	L17	16	(monitor\$3 evaluat\$3) and (advertis\$3) and ((radio or TV or television) and ((search space\$1) and (user profile\$1)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB
9	BRS	L18	16	(monitor\$3 evaluat\$3) and (advertis\$3) and ((search space\$1) and (user profile\$1))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB

	Type	L #	Hits	Search Text	DBs
10	BRS	L19	17	(monitor\$3 evaluat\$3) and ((search space\$1) and (user profile\$1))	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
11	BRS	L20	158	((search space\$1) and (user profile\$1))	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
12	BRS	L4	36	3 and (multimedia processing)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B

	Type	L #	Hits	Search Text	DBs
13	BRS	L6	69	personalized information delivery	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB
14	BRS	L14	25	725/46,47.ccls. and (monitor\$3) same ((search\$3 retriev\$3 quer\$3 inquir\$3) same ((profile\$1 OR activit\$3) NEAR3 (user\$1 OR client\$1 OR customer\$1)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB
15	BRS	L21	13	((profile\$1 OR activit\$3) NEAR3 (user\$1 OR client\$1 OR customer\$1)) same (search engine\$1) same (TV or television or radio)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB

	Type	L #	Hits	Search Text	DBs
16	BRS	L5	16	3 and (content-based video retrieval)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB
17	BRS	L12	36	2 3 4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB
18	BRS	L8	1221	(monitor\$3) same ((search\$3 retriev\$3 quer\$3 inquir\$3) same ((profile\$1 OR activit\$3) NEAR3 (user\$1 OR client\$1 OR customer\$1)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB

	Type	L #	Hits	Search Text	DBs
19	BRS	L22	20	(multi profile\$1) and filter\$3	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
20	BRS	L23	4	(multi profile\$1) and filter\$3 and (television)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
21	BRS	L25	477	(filter\$3 information) and (profile\$1) and (television)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B

	Type	L #	Hits	Search Text	DBs
22	BRS	L27	334	(filter\$3 information) and (profile\$1 same user\$1) and (television)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
23	BRS	L29	305	(collaborat\$3 filter\$3) and (profile\$1 same user\$1) and (television)	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
24	BRS	L30	180	(filter\$3) and (profile\$1 same user\$1).ti.	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B



	Type	L #	Hits	Search Text	DBs
25	BRS	L31	1	(filter\$3) and ((multiple profile\$1) with user\$1).ti.	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B
26	BRS	L33	16	((search engine\$1) with feedback).ti.	US- PGPUB; USPAT; USOCR; EPO; JPO; DERWEN T; IBM_TD B



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### 1 [Applications on the go: MediaAlert - a broadcast video monitoring and alerting system for mobile users](#)



Bin Wei, Bernard Renger, Yih-Farn Chen, Rittwik Jana, Huale Huang, Lee Begeja, David Gibbon, Zhu Liu, Behzad Shahraray

 June 2005 **Proceedings of the 3rd international conference on Mobile systems, applications, and services MobiSys '05**

Publisher: ACM Press

 Full text available: [pdf\(593.10 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We present a system for automatic monitoring and timely dissemination of multimedia information to a range of mobile information appliances based on each user's interest profile. Multimedia processing algorithms detect and isolate relevant video segments from over twenty television broadcast programs based on a collection of words and phrases specified by the user. Content repurposing techniques are then used to convert the information into a form that is suitable for delivery to the user's mobile ...

**Keywords:** alerting, automatic speech recognition (ASR), content adaptation, content repurposing, mobile devices, multimedia messaging, multimedia processing, news monitoring, notification, service platform

### 2 [User evaluation of Físchlár-News: An automatic broadcast news delivery system](#)



Hyowon Lee, Alan F. Smeaton, Noel E. O'Connor, Barry Smyth

 April 2006 **ACM Transactions on Information Systems (TOIS)**, Volume 24 Issue 2

Publisher: ACM Press

 Full text available: [pdf\(1.25 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Technological developments in content-based analysis of digital video information are undergoing much progress, with ideas for fully automatic systems now being proposed and demonstrated. Yet because we do not yet have robust operational video retrieval systems that can be deployed and used, the usual HCI practise of conducting a usage study and an informed iterative system design is thus not possible. Físchlár-News is one of the first automatic, content-based broadcast news analysis ...

**Keywords:** User-evaluation, content-based video retrieval, usage analysis

### 3 [Highly personalized information delivery to mobile clients](#)

Bahattin Ozen, Ozgur Kilic, Mehmet Altinel, Asuman Dogac

 November 2004 **Wireless Networks**, Volume 10 Issue 6

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(924.80 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The inherent limitations of mobile devices necessitate information to be delivered to mobile clients to be highly personalized according to their profiles. This information may be coming from a variety of resources like Web servers, company intranets, email servers. A critical issue for such systems is scalability, that is, the performance of the system should be in acceptable limits when the number of users increases dramatically. Another important issue is being able to express highly perso ...


**Keywords:** information delivery to mobile devices, personalization, query indexing, querying XML documents, user profiles

4 Cyberguide: a mobile context-aware tour guide

Gregory D. Abowd, Christopher G. Atkeson, Jason Hong, Sue Long, Rob Kooper, Mike Pinkerton

October 1997 **Wireless Networks**, Volume 3 Issue 5

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(596.81 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Future computing environments will free the user from the constraints of the desktop. Applications for a mobile environment should take advantage of contextual information, such as position, to offer greater services to the user. In this paper, we present the Cyberguide project, in which we are building prototypes of a mobile context-aware tour guide. Knowledge of the user's current location, as well as a history of past locations, are used to provide more of the kind of services that we co ...

5 Rapid prototyping of mobile context-aware applications: the Cyberguide case study

 Sue Long, Rob Kooper, Gregory D. Abowd, Christopher G. Atkeson

November 1996 **Proceedings of the 2nd annual international conference on Mobile computing and networking MobiCom '96**

**Publisher:** ACM Press

Full text available:  pdf(1.22 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 Mobile commerce: framework, applications and networking support

Upkar Varshney, Ron Vetter

June 2002 **Mobile Networks and Applications**, Volume 7 Issue 3


**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(352.17 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Advances in e-commerce have resulted in significant progress towards strategies, requirements, and development of e-commerce applications. However, nearly all e-commerce applications envisioned and developed so far assume fixed or stationary users with wired infrastructure. We envision many new e-commerce applications that will be possible and significantly benefit from emerging wireless and mobile networks. To allow designers, developers, and researchers to strategize and create mobile commerce ...

**Keywords:** layered framework, middleware, mobile applications, mobile commerce, wireless networking

7 Discovery and Advertising: Advertising in a pervasive computing environment

 Anand Ranganathan, Roy H. Campbell

September 2002 **Proceedings of the 2nd international workshop on Mobile commerce WMC '02**

**Publisher:** ACM PressFull text available:  [pdf\(185.13 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The advent of the internet has revolutionized the field of advertising by providing a whole new path for reaching potential customers. Studies show that online advertising is, on the whole, extremely effective and that consumer acceptance of online advertising is comparable to traditional media[7][8]. One of the reasons for the high effectiveness of online advertising is that users interact with the web at a far more personal and intimate level than they interact with other advertising media like ...

**Keywords:** advertising, electronic commerce, pervasive computing**8** Highly personalized information delivery to mobile clients

Bahattin Ozen, Ozgur Kilic, Mehmet Altinel, Asuman Dogac

May 2001 **Proceedings of the 2nd ACM international workshop on Data engineering for wireless and mobile access MobiDe '01****Publisher:** ACM PressFull text available:  [pdf\(218.98 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The inherent limitations of mobile devices necessitate information to be delivered to mobile clients to be highly personalized according to their profiles. This information may be coming from a variety of resources like Web servers, company intranets, email servers. A critical issue for such systems is scalability, that is, the performance of the system should be in acceptable limits when the number of users increases dramatically. Another important issue is being able to express highly perso ...

**Keywords:** XML, XML-QL, mobile E-commerce, personalization**9** Structuring internet media streams with cueing protocols

Jack Brassil, Henning Schulzrinne

August 2002 **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 4**Publisher:** IEEE PressFull text available:  [pdf\(282.39 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We propose a new, media-independent protocol for including program timing, structure, and identity information in Internet media streams. The protocol uses signaling messages called *cues* to indicate events whose timing is significant to receivers, such as the start or stop time of a media program. We describe the implementation and operation of a prototype Internet radio station which transmits program cues in audio broadcasts using the Real-Time Transport Protocol (RTP). A collection of ...

**Keywords:** content delivery networks, multimedia signaling, real-time transport protocol (RTP)**10** Workshop overviews: HotMobile 2006: workshop on mobile computing systems and applications overview of workshop

Maria R. Ebling

July 2006 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 10 Issue 3**Publisher:** ACM PressFull text available:  [pdf\(115.45 KB\)](#)Additional Information: [full citation](#), [abstract](#), [index terms](#)

Like the first WMCSA, the goal of this workshop was to foster interaction between practitioners of mobile computing. In keeping with this goal, we decided to return a small, informal workshop with few papers, but significant discussions. We accepted just nine

papers, but we had two significant group discussions, two exciting panels, and an insightful keynote address. Approximately 40 people attended the two-day event.

11 Composable ad hoc location-based services for heterogeneous mobile clients


Todd D. Hodes, Randy H. Katz

October 1999 **Wireless Networks**, Volume 5 Issue 5

**Publisher:** Kluwer Academic Publishers


Full text available:  [pdf\(403.18 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

12 Model-driven development of Web applications: the AutoWeb system

 Piero Fraternali, Paolo Paolini

October 2000 **ACM Transactions on Information Systems (TOIS)**, Volume 18 Issue 4

**Publisher:** ACM Press

Full text available:  [pdf\(6.94 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a methodology for the development of WWW applications and a tool environment specifically tailored for the methodology. The methodology and the development environment are based upon models and techniques already used in the hypermedia, information systems, and software engineering fields, adapted and blended in an original mix. The foundation of the proposal is the conceptual design of WWW applications, using HDM-lite, a notation for the specification of structure, nav ...

**Keywords:** HTML, WWW, application, development, intranet, modeling

13 U-commerce & u-business: Requirements elicitation for the design of context-aware applications in a ubiquitous environment

 Dan Hong, Dickson K. W. Chiu, Vincent Y. Shen

August 2005 **Proceedings of the 7th international conference on Electronic commerce ICEC '05**


**Publisher:** ACM Press

Full text available:  [pdf\(358.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With the invention of new interaction devices and the requirements for ubiquitous access to application systems, user's interactions have moved beyond the desktop and evolved into a trend of ongoing development. The context in which the application is being used becomes an integral part of the activity carried out with the system. The inclusion of context-awareness provides convenience and efficiency to users for their ubiquitous access. Traditional human-computer interface (HCI) theories are no ...

**Keywords:** HCI, context, context-aware application, design issues, tourist system

14 U-commerce & u-business: Correlations between factors affecting the diffusion of mobile entertainment in Malaysia

 Chin Chin Wong, Pang Leang Hiew

August 2005 **Proceedings of the 7th international conference on Electronic commerce ICEC '05**

**Publisher:** ACM Press

Full text available:  [pdf\(454.40 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

It is only recently that industry has begun to broaden its views of the mobile consumers to include deeper understanding of users' behaviour. Predictions of increasing revenue from mobile entertainment services in the future depend ultimately on the successful development and the satisfaction of an end-user market rather than technical development. The youth are the most fertile groups for absorbing and incorporating the

changes in mobile communications development. Malaysians are ready for more ...

**Keywords:** correlation, diffusion, drivers and barriers, mobile entertainment

15 The information furnace: consolidated home control

Diomidis D. Spinellis

May 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 1

**Publisher:** Springer-Verlag

Full text available:  [pdf\(488.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The Information Furnace is a basement-installed PC-type device that integrates existing consumer home-control, infotainment, security and communication technologies to transparently provide accessible and value-added services. A modern home contains a large number of sophisticated devices and technologies. Access to these devices is currently provided through a wide variety of disparate interfaces. As a result, end users face a bewildering array of confusing user-interfaces, access modes a ...

**Keywords:** Automation, Consumer electronics, Home-control, Multi-modal interfaces

16 Distributed interface bits: dynamic dialogue composition from ambient computing resources

Anthony Savidis, Constantine Stephanidis

May 2005 **Personal and Ubiquitous Computing**, Volume 9 Issue 3

**Publisher:** Springer-Verlag

Full text available:  [pdf\(1.70 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

This paper discusses a particular issue in the context of disappearing computing, namely, user mobility. Mobile users may carry with them a variety of wireless gadgets while being immersed in a physical environment encompassing numerous computing devices. In such a situation, it is most likely that the number and type of devices may dynamically vary during interactions. The Voyager development framework supports the implementation of ambient dialogues, i.e., dynamically distributed user Interfac ...

**Keywords:** Abstract dialogue elements, Adaptive interaction, Ambient dialogues, Dynamic user interface composition, Wearable interfaces


17 Query result processing: Adaptive web search based on user profile constructed without any effort from users



Kazunari Sugiyama, Kenji Hatano, Masatoshi Yoshikawa

May 2004 **Proceedings of the 13th international conference on World Wide Web WWW '04**

**Publisher:** ACM Press

Full text available:  [pdf\(311.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Web search engines help users find useful information on the World Wide Web (WWW). However, when the same query is submitted by different users, typical search engines return the same result regardless of who submitted the query. Generally, each user has different information needs for his/her query. Therefore, the search result should be adapted to users with different information needs. In this paper, we first propose several approaches to adapting search results according to each user's need ...

**Keywords:** WWW, information retrieval, user modeling

18

Broadcast scheduling: TOSA: a near-optimal scheduling algorithm for multi-channel

**data broadcast**

Baihua Zheng, Xia Wu, Xing Jin, Dik Lun Lee

May 2005 **Proceedings of the 6th international conference on Mobile data management MDM '05**

Publisher: ACM Press

Full text available: pdf(387.74 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Wireless broadcast is very suitable for delivering information to a large user population. In this paper, we concentrate on data allocation methods for multiple broadcast channels. To the best of our knowledge, this is the first allocation model that takes into the consideration of items' access frequencies, items' lengths, and bandwidth of different channels. We first derive the optimal average expected delay for multiple channels for the general case where data access frequencies, data sizes, ...

**Keywords:** mobile computing, multiple channels, scheduling, wireless broadcast

**19 Risks to the public: Risks to the public**

Peter G. Neumann

July 2005 **ACM SIGSOFT Software Engineering Notes**, Volume 30 Issue 4

Publisher: ACM Press

Full text available: pdf(151.77 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Edited by Peter G. Neumann (Risks Forum Moderator and Chairman of the ACM Committee on Computers and Public Policy), plus personal contributions by others, as indicated. Opinions expressed are individual rather than organizational, and all of the usual disclaimers apply. We address problems relating to software, hardware, people, and other circumstances relating to computer systems. To economize on space, we include pointers to items in the online Risks Forum: (R i j) denotes RISKS vol i number ...

**20 Physical interfaces: Physical embodiments for mobile communication agents**

Stefan Marti, Chris Schmandt

October 2005 **Proceedings of the 18th annual ACM symposium on User interface software and technology UIST '05**

Publisher: ACM Press

Full text available: pdf(902.36 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

This paper describes a physically embodied and animated user interface to an interactive call handling agent, consisting of a small wireless animatronic device in the form of a squirrel, bunny, or parrot. A software tool creates movement primitives, composes these primitives into complex behaviors, and triggers these behaviors dynamically at state changes in the conversational agent's finite state machine. Gaze and gestural cues from the animatronics alert both the user and co-located third part ...

**Keywords:** conversational agent, embodiment, human style non-verbal cues, interruptions, robotic user interface

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# 1 [Query result processing: Adaptive web search based on user profile constructed without any effort from users](#)



Kazunari Sugiyama, Kenji Hatano, Masatoshi Yoshikawa

May 2004 **Proceedings of the 13th international conference on World Wide Web WWW '04**

Publisher: ACM Press

Full text available: [pdf\(311.96 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Web search engines help users find useful information on the World Wide Web (WWW). However, when the same query is submitted by different users, typical search engines return the same result regardless of who submitted the query. Generally, each user has different information needs for his/her query. Therefore, the search result should be adapted to users with different information needs. In this paper, we first propose several approaches to adapting search results according to each user's need ...

**Keywords:** WWW, information retrieval, user modeling

# 2 [Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments](#)

## [Additional presentations from the 24th course are available on the citation page](#)

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez  
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: [pdf\(5.07 MB\)](#) [mov\(68.6 MIN\)](#)Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [cited by](#)

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources. In this course w ...

**Keywords:** collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality



### 3 User evaluation of Físchlár-News: An automatic broadcast news delivery system

 Hyowon Lee, Alan F. Smeaton, Noel E. O'Connor, Barry Smyth  
April 2006 **ACM Transactions on Information Systems (TOIS)**, Volume 24 Issue 2

**Publisher:** ACM Press

Full text available:  pdf(1.25 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Technological developments in content-based analysis of digital video information are undergoing much progress, with ideas for fully automatic systems now being proposed and demonstrated. Yet because we do not yet have robust operational video retrieval systems that can be deployed and used, the usual HCI practise of conducting a usage study and an informed iterative system design is thus not possible. Físchlár-News is one of the first automatic, content-based broadcast news analys ...

**Keywords:** User-evaluation, content-based video retrieval, usage analysis

### 4 Architecting personalized delivery of multimedia information

 Shoshana Loeb  
December 1992 **Communications of the ACM**, Volume 35 Issue 12

**Publisher:** ACM Press

Full text available:  pdf(4.96 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

**Keywords:** casual information usage, information filtering, information retrieval, multimedia applications, personalized information delivery, user models, user profiling

### 5 Special issue: AI in engineering


 D. Sriram, R. Joobbani  
April 1985 **ACM SIGART Bulletin**, Issue 92

**Publisher:** ACM Press

Full text available:  pdf(8.79 MB) Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

### 6 Context-aware communication for severely disabled users

 Adriane B. Davis, Melody M. Moore, Veda C. Storey  
June 2002 **ACM SIGCAPH Computers and the Physically Handicapped , Proceedings of the 2003 conference on Universal usability CUU '03**, Issue 73-74

**Publisher:** ACM Press

Full text available:  pdf(201.82 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Even with assistive communication technology, interactive conversation is extremely difficult for users with severely limited mobility and loss of speech. Input to such devices is painfully slow and subject to high error rates with the resulting output not reliably reflecting the true intentions of the user. Conversational prediction has been incorporated into assistive systems to help speed up communication but could be further improved by considering the contextual interaction between the user ...

**Keywords:** augmentative and assistive communication devices, context-aware devices, conversational prediction, user profiling

### 7

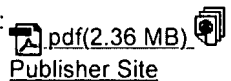
Special issue on natural language generation: Generating natural language

summaries from multiple on-line sources

Dragomir R. Radev, Kathleen R. McKeown

September 1998 **Computational Linguistics**, Volume 24 Issue 3**Publisher:** MIT Press

Full text available:

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)[Publisher Site](#)

We present a methodology for summarization of news about current events in the form of briefings that include appropriate background (historical) information. The system that we developed, SUMMONS, uses the output of systems developed for the DARPA Message Understanding Conferences to generate summaries of multiple documents on the same or related events, presenting similarities and differences, contradictions, and generalizations among sources of information. We describe the various components ...

8 Information design and the new media

Melinda McAdams

October 1995 **interactions**, Volume 2 Issue 4**Publisher:** ACM PressFull text available:  pdf(332.93 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)9 Issues essential to World Wide Web marketing

A. Maurice Stratton, Ka-Wing Wong

April 1997 **ACM SIGICE Bulletin**, Volume 22 Issue 4**Publisher:** ACM PressFull text available:  pdf(1.55 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Technological society in the 21st century gives us a new meaning and a new challenge in our daily life. In marketing, the challenge comes in the use of technology to make business successful. With the Internet replacing many traditional communication mediums, marketing on the World Wide Web is going to be the biggest challenge to most marketers. This paper discusses the issues that are essential to marketing on the World Wide Web.

**Keywords:** World Wide Web, marketing10 Draft report of the Federal Internetworking Requirements Panel, and selected responses

Diane Fountaine

April 1994 **ACM SIGCOMM Computer Communication Review**, Volume 24 Issue 2**Publisher:** ACM PressFull text available:  pdf(4.15 MB) Additional Information: [full citation](#), [index terms](#)11 Charles W. Bachman interview: September 25-26, 2004; Tucson, Arizona

Thomas Haigh

January 2006 **ACM Oral History interviews****Publisher:** ACM PressFull text available:  pdf(761.66 KB) Additional Information: [full citation](#), [abstract](#)

Charles W. Bachman reviews his career. Born during 1924 in Kansas, Bachman attended high school in East Lansing, Michigan before joining the Army Anti Aircraft Artillery Corp, with which he spent two years in the Southwest Pacific Theater, during World War II. After his discharge from the military, Bachman earned a B.Sc. in Mechanical Engineering in 1948, followed immediately by an M.Sc. in the same discipline, from the University of Pennsylvania. On graduation, he went to work for Do ...

**12** The market for wired city services

Robert G. Rittenhouse

September 1979 **ACM SIGCAS Computers and Society**, Volume 10 Issue 2**Publisher:** ACM PressFull text available: pdf(1.26 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper attempts to develop estimates of the amount and pattern of home use that might ensue if home information/computer systems were introduced into the contemporary social system. This discussion is not intended to have technological orientation. The services described are possible, and exist, on a small scale. The problems involved in building a large system which provides multiple services are intentionally omitted. Also the effects of different regulatory climates are not explored in any ...

**13** Link and channel measurement: A simple mechanism for capturing and replaying wireless channels

Glenn Judd, Peter Steenkiste

August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05****Publisher:** ACM PressFull text available: pdf(6.06 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

**Keywords:** channel capture, emulation, wireless**14** Learning II: Experimenting with music taste prediction by user profiling

Marco Grimaldi, Pádraig Cunningham

October 2004 **Proceedings of the 6th ACM SIGMM international workshop on Multimedia information retrieval MIR '04****Publisher:** ACM PressFull text available: pdf(113.89 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In recent years many research projects have been published in the area of multimedia information retrieval (MIR). The requirement is to enable access to multimedia data with the same ease as textual information. A distinctly new branch in the MIR research area is categorizing music items by user preference. Some experiments proposed and published by different authors, showed that machine learning techniques can be applied to the problem. This work tries to extend the use of signal approximations ...

**Keywords:** ensemble techniques, features selection, music information retrieval, user taste prediction**15** Improving visualization: Image presentation in space and time: errors, preferences and eye-gaze activity

Bob Spence, Mark Witkowski, Catherine Fawcett, Brock Craft, Oscar de Bruijn

May 2004 **Proceedings of the working conference on Advanced visual interfaces AVI '04****Publisher:** ACM PressFull text available: pdf(254.24 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Rapid Serial Visual Presentation (RSVP) is a technique that allows images to be presented

sequentially in the time-domain, thereby offering an alternative to the conventional concurrent display of images in the space domain. Such an alternative offers potential advantages where display area is at a premium. However, notwithstanding the flexibility to employ either or both domains for presentation purposes, little is known about the alternatives suited to specific tasks undertaken by a user. As a ...

**Keywords:** Rapid Serial Visual Presentation, eye-gaze tracking, space-time trade-off, visual information browsing, visual interface design

16 Evaluating collaborative filtering recommender systems



Jonathan L. Herlocker, Joseph A. Konstan, Loren G. Terveen, John T. Riedl  
January 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 1

**Publisher:** ACM Press

Full text available: [pdf\(253.92 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Recommender systems have been evaluated in many, often incomparable, ways. In this article, we review the key decisions in evaluating collaborative filtering recommender systems: the user tasks being evaluated, the types of analysis and datasets being used, the ways in which prediction quality is measured, the evaluation of prediction attributes other than quality, and the user-based evaluation of the system as a whole. In addition to reviewing the evaluation strategies used by prior researchers ...

**Keywords:** Collaborative filtering, evaluation, metrics, recommender systems

17 Long papers: mobile: Taking hold of TV: learning from the literature



Richard Harper, Tim Regan, Mark Rouncefield  
November 2006 **Proceedings of the 20th conference of the computer-human interaction special interest group (CHISIG) of Australia on Computer-human interaction: design: activities, artefacts and environments OZCHI '06**

**Publisher:** ACM Press

Full text available: [pdf\(253.38 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we report the findings of a literature review into the experience of and the prospects for mobile TV, in particular multimedia experiences enabled over mobile phone-type devices and networks. The review shows that there will be a niche market for broadcast 'TV content' but that, more interestingly, 'mobile TV' might consist of a new content genre, affording new forms of shared, coproximate experiences.

**Keywords:** ethnography, mobile TV, social experiences, sociology

18 Columns: Risks to the public in computers and related systems



Peter G. Neumann  
January 2001 **ACM SIGSOFT Software Engineering Notes**, Volume 26 Issue 1

**Publisher:** ACM Press

Full text available: [pdf\(3.24 MB\)](#) Additional Information: [full citation](#)

19 Delivery of electronic news: a broadband application

F. J. Burkowski, Michael A. Shepherd, C. R. Watters  
October 1994 **Proceedings of the 1994 conference of the Centre for Advanced Studies on Collaborative research CASCON '94**

**Publisher:** IBM Press

Full text available: [pdf\(25.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes an ongoing research program for the development of an electronic news delivery system that exploits the promised high-bandwidth, switched, interactive communication facilities of the information highway. The research program is in a preliminary stage and will investigate the design and organization of the news sources, client/server architecture, and user interfaces leading to a prototype model electronic news delivery system. Initially based on a newspaper metaphor, the sys ...

20 **Papers: Tactile user interface: Haptic techniques for media control**



Scott S. Snibbe, Karon E. MacLean, Rob Shaw, Jayne Roderick, William L. Verplank, Mark Scheeff

November 2001 **Proceedings of the 14th annual ACM symposium on User interface software and technology UIST '01**

**Publisher:** ACM Press

Full text available: [pdf\(1.05 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We introduce a set of techniques for haptically manipulating digital media such as video, audio, voicemail and computer graphics, utilizing virtual mediating dynamic models based on intuitive physical metaphors. For example, a video sequence can be modeled by linking its motion to a heavy spinning virtual wheel: the user browses by grasping a physical force-feedback knob and engaging the virtual wheel through a simulated clutch to spin or brake it, while feeling the passage of individual frames. ...

**Keywords:** Haptic force feedback, interaction techniques, media browsing, multimedia control, tangible interfaces, user interface design, video editing

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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [The profile naming service](#)

Larry L. Peterson

November 1988 **ACM Transactions on Computer Systems (TOCS)**, Volume 6 Issue 4

Publisher: ACM Press

Full text available: pdf(1.96 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Profile is a descriptive naming service used to identify users and organizations. This paper presents a structural overview of Profile's three major components: a confederation of attribute-based name servers, a name space abstraction that unifies the name servers, and a user interface that integrates the name space with existing naming systems. Each name server is an independent authority that allows clients to describe users and organizations with a multi ...

**2** [Research papers: personal information spaces: Constrained optimalities in query personalization](#)

Georgia Koutrika, Yannis Ioannidis

June 2005 **Proceedings of the 2005 ACM SIGMOD international conference on Management of data SIGMOD '05**

Publisher: ACM Press

Full text available: pdf(591.81 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Personalization is a powerful mechanism that helps users to cope with the abundance of information on the Web. Database query personalization achieves this by dynamically constructing queries that return results of high interest to the user. This, however, may conflict with other constraints on the query execution time and/or result size that may be imposed by the search context, such as the device used, the network connection, etc. For example, if the user is accessing information using a mobil ...

**3** [Extracting entity profiles from semistructured information spaces](#)

Robert A. Nado, Scott B. Huffman

December 1997 **ACM SIGMOD Record**, Volume 26 Issue 4

Publisher: ACM Press

Full text available: pdf(532.21 KB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

A semistructured information space consists of multiple collections of textual documents containing fielded or tagged sections. The space can be highly heterogeneous, because each collection has its own schema, and there are no enforced keys or formats for data items across collections. Thus, structured methods like SQL cannot be easily employed, and users often must make do with only full-text search. In this paper, we describe an approach that provides structured querying for particular t ...

#### 4 Web search 2: Personalized web search by mapping user queries to categories

 Fang Liu, Clement Yu, Weiye Meng  
November 2002 **Proceedings of the eleventh international conference on Information and knowledge management CIKM '02**  
Publisher: ACM Press


Full text available:  [pdf\(286.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Current web search engines are built to serve all users, independent of the needs of any individual user. Personalization of web search is to carry out retrieval for each user incorporating his/her interests. We propose a novel technique to map a user query to a set of categories, which represent the user's search intention. This set of categories can serve as a context to disambiguate the words in the user's query. A user profile and a general profile are learned from the user's search history ...

**Keywords:** category hierarchy, information filtering, personalization, search engine

#### 5 Full Papers: Exposing document context in the personal web

 David Wolber, Michael Kepe, Igor Ranitovic  
January 2002 **Proceedings of the 7th international conference on Intelligent user interfaces IUI '02**  
Publisher: ACM Press

Full text available:  [pdf\(295.10 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

*Reconnaissance agents* show context by displaying documents with similar content to the one(s) the user currently has open. *Research paper search engines* show context by displaying documents that cite or are cited by the currently open document(s). We present a tool that applies such ideas to the *personal web*, that is, the space rooted in user documents but tightly connected to web documents as well. The tool organizes the personal web with a single topic hierarchy based on d ...

**Keywords:** context, information navigation, personal web, recommender, reconnaissance

#### 6 User studies: Personalizing search via automated analysis of interests and activities

 Jaime Teevan, Susan T. Dumais, Eric Horvitz  
August 2005 **Proceedings of the 28th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '05**  
Publisher: ACM Press

Full text available:  [pdf\(132.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We formulate and study search algorithms that consider a user's prior interactions with a wide variety of content to personalize that user's current Web search. Rather than relying on the unrealistic assumption that people will precisely specify their intent when searching, we pursue techniques that leverage implicit information about the user's interests. This information is used to re-rank Web search results within a relevance feedback framework. We explore rich models of user interests, built ...

**Keywords:** adaptive interfaces, personalized search, web search tools

#### 7 Collecting user access patterns for building user profiles and collaborative filtering

 Ahmad M. Ahmad Wasfi  
December 1998 **Proceedings of the 4th international conference on Intelligent user interfaces IUI '99**

**Publisher:** ACM Press

Full text available:  pdf(1.29 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** autonomous agent, classical information theory, collaborative filtering, content-based filtering, finite context-model

8 Learning II: Experimenting with music taste prediction by user profiling



Marco Grimaldi, Pádraig Cunningham

October 2004 **Proceedings of the 6th ACM SIGMM international workshop on Multimedia information retrieval MIR '04**

**Publisher:** ACM Press

Full text available:  pdf(113.89 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In recent years many research projects have been published in the area of multimedia information retrieval (MIR). The requirement is to enable access to multimedia data with the same ease as textual information. A distinctly new branch in the MIR research area is categorizing music items by user preference. Some experiments proposed and published by different authors, showed that machine learning techniques can be applied to the problem. This work tries to extend the use of signal approximat

**Keywords:** ensemble techniques, features selection, music information retrieval, user taste prediction


9 Effective access to large audiovisual assets based on user preferences



S. Ioannou, G. Moschovitis, K. Ntalianis, K. Karpouzis, S. Kollias

November 2000 **Proceedings of the 2000 ACM workshops on Multimedia MULTIMEDIA '00**

**Publisher:** ACM Press

Full text available:  pdf(1.01 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Current multimedia databases contain a wealth of information in the form of audiovisual, as well as text data. Even though efficient search algorithms have been developed for either media, there still exists the need for abstract presentation and summarization of the results of database users' queries. Moreover, multimedia retrieval systems should be capable of providing the user with additional information related to the specific subject of the query, as well as suggest other topics which us ...

**Keywords:** multimedia databases, query expansion, text-based search, user profiling, web access

10 Information retrieval session 7: web: Representing interests as a hyperlinked document collection



Michelle Fisher, Richard Everson

November 2003 **Proceedings of the twelfth international conference on Information and knowledge management CIKM '03**

**Publisher:** ACM Press

Full text available:  pdf(111.85 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe a latent variable model for representing a user's interests as a hyperlinked document collection. By collecting hyper-text documents that a user views, creates or updates whilst at their computer, we are able to use not only the content of these documents but also the inter-connectivity of the collection to model the user's interests. The model uses Probabilistic Latent Semantic Analysis and Probabilistic Hypertext Induced Topic Selection and decomposes the user's document collection ...

**Keywords:** hyperlinked/hypertext document collections, information access, latent

variable models, user interests

# 11 Searching in metric spaces with user-defined and approximate distances



Paolo Ciaccia, Marco Patella

December 2002 **ACM Transactions on Database Systems (TODS)**, Volume 27 Issue 4

**Publisher:** ACM Press

Full text available: [pdf\(555.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Novel database applications, such as multimedia, data mining, e-commerce, and many others, make intensive use of similarity queries in order to retrieve the objects that better fit a user request. Since the effectiveness of such queries improves when the user is allowed to personalize the similarity criterion according to which database objects are evaluated and ranked, the development of access methods able to efficiently support user-defined similarity queries becomes a basic requirement. In t ...

**Keywords:** Distance metrics, user-defined queries

# 12 Nomenclator descriptive query optimization for large X.500 environments



Joann J. Ordille, Barton P. Miller

August 1991 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architecture & protocols SIGCOMM '91**, Volume 21 Issue 4

**Publisher:** ACM Press

Full text available: [pdf\(1.26 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

# 13 User interactions with everyday applications as context for just-in-time information



access

Jay Budzik, Kristian J. Hammond

January 2000 **Proceedings of the 5th international conference on Intelligent user interfaces IUI '00**

**Publisher:** ACM Press

Full text available: [pdf\(1.28 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Our central claim is that user interactions with everyday productivity applications (e.g., word processors, Web browsers, etc.) provide rich contextual information that can be leveraged to support just-in-time access to task-relevant information. We discuss the requirements for such systems, and develop a general architecture for systems of this type. As evidence for our claim, we present Watson, a system which gathers contextual information in the form of the text of the document the user ...

**Keywords:** context, information agent, intelligent information access, resource discovery

# 14 Using agents to personalize the Web



Christoph G. Thomas, Gerhard Fischer

January 1997 **Proceedings of the 2nd international conference on Intelligent user interfaces IUI '97**

**Publisher:** ACM Press

Full text available: [pdf\(1.49 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** World-Wide Web, agents and agent-based interaction, evaluation of agent-based interfaces, information overload, personal information spaces

15 Static, dynamic and active interaction structures in the web: providing semantic annotations in the virtual knowledge space

Sabrina Geissler, Thorsten Hampel

November 2005 **Proceedings of the 2005 symposia on Metainformatics MIS '05**

**Publisher:** ACM Press

Full text available:  [pdf\(295.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The aim of the article is to enhance a cooperative working and learning environment, a so-called virtual knowledge space, with additional semantic annotations. To do so, we first consider two prominent approaches to illustrate how machine processable data for web search can be obtained: either by explicit semantic mark-up (as practiced in the Semantic Web) or by cooperative filtering of user activities. As both can be described with the help of an interaction model, the first approach leads t ...


**Keywords:** cooperative media, human-computer-interaction, media theory, metainformatics

16 Query result processing: Adaptive web search based on user profile constructed without any effort from users

Kazunari Sugiyama, Kenji Hatano, Masatoshi Yoshikawa

May 2004 **Proceedings of the 13th international conference on World Wide Web WWW '04**

**Publisher:** ACM Press

Full text available:  [pdf\(311.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#), [review](#)

Web search engines help users find useful information on the World Wide Web (WWW). However, when the same query is submitted by different users, typical search engines return the same result regardless of who submitted the query. Generally, each user has different information needs for his/her query. Therefore, the search result should be adapted to users with different information needs. In this paper, we first propose several approaches to adapting search results according to each user's need ...


**Keywords:** WWW, information retrieval, user modeling

17 Model-based evaluation of cell phone menu interaction

Robert St. Amant, Thomas E. Horton, Frank E. Ritter

April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '04**

**Publisher:** ACM Press

Full text available:  [pdf\(391.78 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Cell phone interfaces are now ubiquitous. In this paper, we describe concepts to support the analysis of cell phone menu hierarchies. We present an empirical study of user performance on five simple tasks of menu traversal on a cell phone. Two models we tested, based on GOMS and ACT-R, give very good predictions of behavior. We use the study results to motivate an effective evaluation process for menu hierarchies. Our work makes several contributions: a novel and timely study of a new, very comm ...

**Keywords:** cognitive modeling, evaluation, menu traversal, mobile telephones

18 Intelligent profiling by example

Sybil Shearin, Henry Lieberman

January 2001 **Proceedings of the 6th international conference on Intelligent user**



**interfaces IUI '01****Publisher:** ACM PressFull text available: [pdf\(249.93 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Apt Decision agent learns user preferences in the domain of rental real estate by observing the user's critique of apartment features. Users provide a small number of criteria in the initial interaction, receive a display of sample apartments, and then react to any feature of any apartment independently, in any order. Users learn which features are important to them as they discover the details of specific apartments. The agent uses interactive learning techniques to build a profile of ...

**Keywords:** electronic profiles, infomediary, interactive learning, personalization, profiling, real estate, user preferences

## 19 [Improved search ranking: Automatic identification of user interest for personalized search](#)



Feng Qiu, Junghoo Cho

May 2006 **Proceedings of the 15th international conference on World Wide Web WWW '06****Publisher:** ACM PressFull text available: [pdf\(602.56 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

One hundred users, one hundred needs. As more and more topics are being discussed on the web and our vocabulary remains relatively stable, it is increasingly difficult to let the search engine know what we want. Coping with ambiguous queries has long been an important part of the research on Information Retrieval, but still remains a challenging task. *Personalized search* has recently got significant attention in addressing this challenge in the web search community, based on the premise t ...

**Keywords:** personalized search, user profile, user search behavior, web search

## 20 [Technical Papers: Capturing knowledge of user preferences: ontologies in recommender systems](#)



Stuart E. Middleton, David C. De Roure, Nigel R. Shadbolt

October 2001 **Proceedings of the 1st international conference on Knowledge capture K-CAP '01****Publisher:** ACM PressFull text available: [pdf\(261.93 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Tools for filtering the World Wide Web exist, but they are hampered by the difficulty of capturing user preferences in such a dynamic environment. We explore the acquisition of user profiles by unobtrusive monitoring of browsing behaviour and application of supervised machine-learning techniques coupled with an ontological representation to extract user preferences. A multi-class approach to paper classification is used, allowing the paper topic taxonomy to be utilised during profile constructio ...

**Keywords:** machine learning, ontology, recommender system, user profiling

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